

OPEN ARCHITECTURE COMMUNICATIONS IN A GAMING NETWORK

ABSTRACT OF THE DISCLOSURE

5 Open architecture communication systems and methods are provided that
allow flexible data transmission between gaming machines and other devices and
nodes within a gaming machine network. The gaming machine and other devices
employ a communication interface that sends and receives data via a common
communication protocol and via common communication hardware. The
10 communication interface and common communication protocol allow data transfer
between gaming machines and other network nodes such as gaming service servers,
despite the presence of different proprietary gaming machine functions and
proprietary communication protocols and despite the presence of various proprietary
hardware and proprietary communication protocols relied on by the servers.

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